

CLAIMS

This listing of the claims will replace all prior versions, and listings, of claims in the application:

1. (Canceled)
2. (Previously presented) The method of Claim 3 wherein the pathnames in the extended attribute file are relative to the mount point.

3. (Currently amended) A method of providing a performance-enhancing way of accessing frequently-accessed file system objects comprising: ~~The method of Claim 1~~

determining at least one frequently-accessed file system object in a file system upon mounting the file system at a mount point on a computer system, each file system object having a pathname and an inode number, the inode number for locating the file system object on a storage system, wherein ~~the determining step~~ includes ~~the step of~~ obtaining from an extended attribute file a list of pathnames to be entered into the memory system, the extended attribute file being associated with the mounted file system;

entering the pathname of the at least one file system object into a memory system;
and

cross-referencing the pathname of the at least one file system object in the memory system with its inode number thereby enabling the inode number to be obtained with one memory access.

- 4-8. (Canceled)
9. (Previously presented) The computer program of Claim 10 wherein the pathnames in the extended attribute file are relative to the mount point.

10. (Currently amended) A computer program on a computer readable medium for enhancing performance of a system when frequently-accessed file system objects are being accessed comprising: ~~The computer program of Claim 8~~

code means for determining at least one frequently-accessed file system object in a file system upon the file system being mounted at a mount point on the system, each file system object having a pathname and an inode number, the inode number for locating the file system object on a storage system, wherein the determining code means includes code means for obtaining from an extended attribute file a list of pathnames to be entered into the memory system, the extended attribute file being associated with the mounted file system;

code means for entering the pathname of the at least one file system object into a memory system; and

code means for cross-referencing the pathname of the at least one file system object in the memory system with its i-node number thereby allowing the inode number to be obtained with one memory access.

11-15. (Canceled)

16. (Previously presented) The system of Claim 17 wherein the pathnames in the extended attribute file are relative to the mount point.

17. (Currently amended) A system comprising: ~~The system of Claim 15~~
at least one storage system for storing code data; and

at least one processor for processing the code data to determine at least one frequently-accessed file system object in a file system upon the file system being mounted at a mount point on the system, each file system object having a pathname and an inode number, the inode number for locating the file system object on a storage system, to enter the pathname of the at least one file system object into a memory system, and to cross-reference the pathname of the at least one file system object in the memory system with its inode number thereby allowing the inode number to be obtained with one

memory access, wherein the code data is further processed to obtain from an extended attribute file a list of pathnames to be entered into the memory system, the extended attribute file being associated with the mounted file system.

18-20. (Canceled)